

THE OFFICIAL STAR WARS FACT FILE 44

INSIDE:
PRINCESS LEIA



CORUSCANT'S
OUTLANDER NIGHTCLUB



DETAILED FOLD-OUT PLANS
B-WING STARFIGHTER

DeAGOSTINI



44

BATTLES & EVENTS

THE BATTLE OF ENDOR

END 11-14

How the Rebel strike team struggled to reach the shield generator on Endor.

CHARACTERS

PRINCESS LEIA ORGANA

LEI 13-16

Leia's leadership qualities came to the fore during the Battle of Hoth.

DEXTER JETTSTER

JET 1-4

The Besalisk owner of one of Coruscant's many diners.

REE-YEES

REE 1-2

How the three-eyed Gran, exiled from his homeworld, ended up at Jabba's court.

PLANETS & LOCATIONS

CORUSCANT - OUTLANDER CLUB

COR 21-22

The rise and fall of Coruscant's most famous night-spot.

DROIDS

FLR LOGGER

LOG 1-2

The powerful tree-harvesting droid that struggled with major design flaws.

WEAPONS & TECHNOLOGY

NABOO SECURITY CR-2 BLASTER

BLA 9-10

The antiquated weapon used by the Naboo Security Forces.

VEHICLES

B-WING

BWI 1-2

One of the most heavily armed starfighters in the Rebel Alliance arsenal.

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KAMINO - LAMA SU'S OFFICE

The minimalist workspace where Kamino's prime minister welcomed Obi-Wan.

MILITARY DROIDS

Automated war machines of horrifying power, found throughout the galaxy.

TURBOLASERS

The devastating weapons used by the Empire against the Rebel Alliance.

CORUSCANT FREIGHTERS

The ramshackle transport ship that took Anakin and Padmé back to Naboo.

BLASTING ITS WAY INTO ISSUE 45...

VOTE FOR AN ARMY OF THE REPUBLIC

The events on Coruscant prior to the assassination attempt on Senator Amidala.

ANAKIN SKYWALKER

The early years of the Jedi Padawan.

GENERAL MAXIMILIAN VEERS

The Imperial officer who managed to get on the wrong side of Darth Vader.

BARRISS OFFEE

The Jedi apprentice of Luminara Unduli.



"RIGHT. I GOT YOUR PROMISE. NOT A SCRATCH."

4 ABY END 11



STRIKE TEAM

THE COMMANDO TEAM ASSEMBLED BY GENERAL HAN SOLO AND MAJOR BREN DERLIN TO DESTROY THE SHIELD GENERATOR WERE VOLUNTEERS. THEY KNEW THE DANGERS OF THE THEIR MISSION, BUT ACCEPTED THEM

WHEN the *Millennium Falcon* rendezvoused with the Alliance fleet near Sullust, the Rebels greeted the return of Han Solo with some considerable relief. He was approached by fellow Corellian Crix Madine and fully briefed on the plan to destroy the generator on the Forest Moon of Endor. Han, previously reluctant to assume Alliance rank and responsibility, offered to assemble

and lead the team – much to the delight of the Rebel high command who instantly promoted him to the rank of general. Along with Chewbacca, Leia, C-3PO, R2-D2 and Luke Skywalker, the team planned to land on Endor in a stolen Imperial shuttle, using captured Imperial codes.

A FOND FAREWELL

Designated Gold Leader, and also now a general, Lando Calrissian found he was to pilot the *Millennium*

Falcon. Surprisingly, Han had loaned Lando his beloved vessel before departing for Endor. Both men knew this was the most practical option, and Calrissian quickly put together a team to help fly the ship.

With one last long and lingering look at his pride and joy, Han joined the other members of his command aboard the shuttle *Tydirium*. However heroic and skilful the Alliance pilots were, the Rebel fleet stood no chance if the defensive shield around the Death



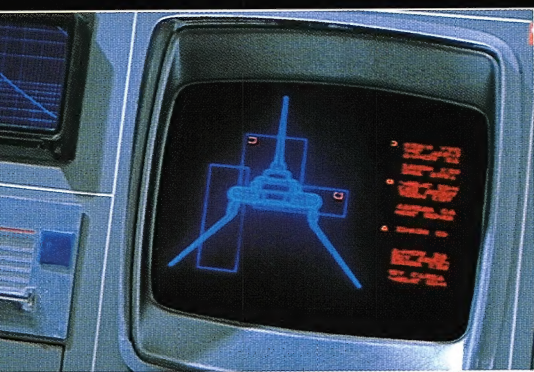
< **A! I JUST GOT A FUNNY FEELING. LIKE I'M NOT GONNA SEE HER AGAIN:** Having offered to lead the strike team to Endor, Han Solo was promoted to the rank of general. His only concern, apart from the mission that lay ahead, was leaving his beloved *Millennium Falcon* to the care of Lando Calrissian.

Star was operational when they arrived. Everything depended on General Solo and his strike team.

STRONG SUPPORT

Major Bren Derlin was the ground commander, second in chain of command to General Solo. He and Solo put the team together, with additional advice from General Madine. While Corellian Sergeant Bruckman was Solo's choice as point man, it was the job of Corporal Kensaric, selected by Derlin, to cover the team's tracks.

Veteran pathfinder Sergeant Brooks Carlson, who had trained communications operative Corporal Beezer, was an automatic choice for the team, as was the young Lieutenant Page – a security expert who worked closely with Colonel Cracken of Alliance Intelligence. Along with the other members of the strike team, these few men and women now held the fate of the Rebel Alliance in their hands.

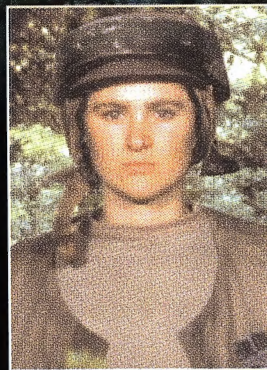


▶ DO THEY HAVE CODE CLEARANCE?: As the strike team shuttle headed for Endor, it was asked to identify its cargo and destination by an Imperial command ship. Han gave the Imperials the stolen codes, and the shuttle was allowed to proceed.



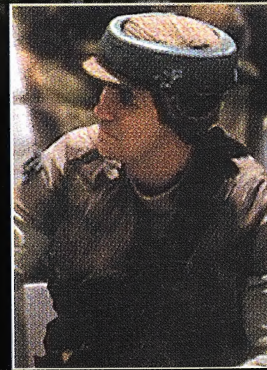
▶ SERGEANT JUNKIN

Critical to the destruction of the generator, the explosives were selected by Alliance demolition experts, Sergeants Junkin and Squalls. They also volunteered to carry the charges.



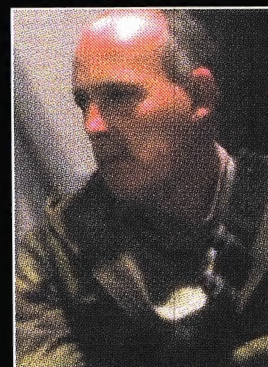
▶ CORPORAL BEEZER

Corporal Beezer, an Alderaanian slicer and technician, became the communications operative, tasked to jam the communications of any Imperials encountered.



▶ CORPORAL DELEVAR

Although the team's medic, Corporal Delevar, was considered a rookie by the others, he was strongly recommended by Madine.

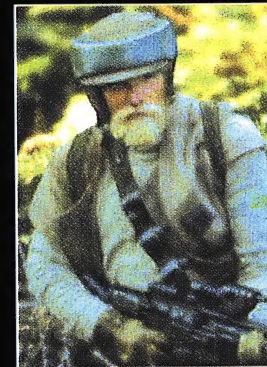


▶ CORPORAL JANSE

Corporal Janse, along with Lieutenant Greeve, was the unit's sharpshooter. Together, the pair made use of weapons brought by Janse to the Alliance from his former job with BlasTech – the weapons developer and manufacturer.

▶ LIEUTENANT NIK SANT

Lieutenant Nik Sant, a survival expert who, like Lieutenant Greeve, had worked on Kashyyyk, completed the team. The oldest member of the unit, he was nicknamed 'Gramps' by the others.



'SHUTTLE *TYDIRIUM*, TRANSMIT THE CLEARANCE CODE
FOR SHIELD PASSAGE'

4 ABY END 13



DEADLY PURSUIT

AS WELL AS IMPERIAL GROUND FORCES, THE REBEL STRIKE TEAM WAS THREATENED BY THE NEARLY-COMPLETE DEATH STAR AND THE SUPER STAR DESTROYER *EXECUTOR* - DARTH VADER'S FLAGSHIP

> CHEWIE AND I WILL TAKE

CARE OF THIS: After landing on Endor some distance from the shield generator, the Rebel strike team began making its way through the woodlands. Before long, the group came across a pair of Imperial scouts, standing beside their speeder bikes. Advising Leia and the others to stay put, Han and Chewie went ahead in an attempt to surprise and overwhelm the Imperials.



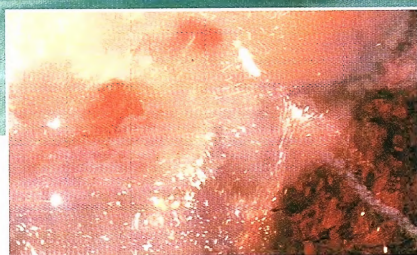
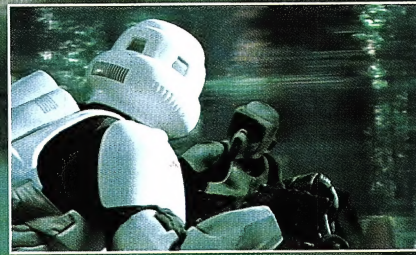
FOR the brave Rebels, the moments between the acceptance of the stolen clearance code and their arrival on Endor were extremely tense. The atmosphere wasn't helped by Luke's revelation that Darth Vader was aboard his flagship, the *Executor*. For once, it was Han who tried to keep the optimism going, and he was rewarded when the Imperials cleared the shuttle *Tydirium* to approach the Sanctuary Moon.

Unaware of the fact that their arrival was expected, the Rebel force, under General Solo's command, landed some distance away from the shield generator. Working their way slowly through the dense undergrowth of the landing clearing, the commandos headed for the relative safety of the forest itself.

The trees, ferns and bushes of the forest afforded cover for friend and foe alike. The Rebels knew they wouldn't



< **A AOVER THERE! TWO MORE OF THEM!** Han and Chewie dealt with the Imperial scouts, but, almost immediately, another pair arrived. Seeing that two of their comrades had been ambushed, the newcomers flew off on their speeder bikes to get help. Luke and Leia jumped on to a nearby speeder and gave chase.



have long to wait before their first encounter with the Imperials. The hope had been to work around any encounters so as not to risk raising the alarm, but the terrain acted against the team.

As expected, they soon spotted the speeder bikes and white-and-black armour of a two-man Imperial scouting patrol, resting in the woodlands. Unable to work quickly around the scouts, Han made the decision to go through them. He and Chewie sneaked towards the biker scouts, but Han accidentally stood on a branch that snapped and alerted the bikers. Still, Han and Chewie managed to dispose of the scouts.

Meanwhile, Luke and Leia had to deal with another pair of Imperials who, already on their speeder bikes, saw the commotion and set off for help. Leaping to one of the pilotless bikes, Luke and Leia gave chase.

With Leia at the controls, and Luke shouting advice from behind, the Rebels jammed the Imperials' transmissions and drew closer to one of the fleeing scouts.

In a daring manoeuvre, Luke hurled himself from one bike to the other, grappling with the scout and eventually throwing him off the bike and into a tree.

FOREST CHASE

The triumph was short-lived as the reason for the route the biker scouts had chosen suddenly became clear. The chase took the Rebels past two other Imperials. As Leia went after the remaining scout, Luke dropped back to deal with the newcomers. Braking hard, the Jedi allowed his targets to shoot off ahead of him, before flying in behind them, his laser cannons blasting. The accuracy of his shots and an explosive collision left Luke with just one remaining foe.

Bumping and crashing together at nearly 300 kph, Luke was forced to leap from his bike when it became tangled with his opponent's. As the Imperial circled around and came in blasting, Luke deflected the shots with his lightsabre, before lopping the steering

A KEEP ON THAT ONE! I'LL TAKE THESE TWO!

As they chased the two Imperials, Luke and Leia managed to get alongside one of the speeders and Luke leapt across, knocking the scout from the speeding bike. Two more Imperials then joined the chase, and Luke, dropping back to deal with the newcomers, left Leia to continue her pursuit.

vanishes off the passing speeder bike. Both bike and pilot slammed against a tree.

Catching his breath, Luke took a moment to reach out with the Force and locate his friends, before beginning the careful walk back to the others. He had expected Leia to be waiting there. When they found her gone, Han, Chewie, the droids and Luke went off in search of her.

Han gave the order to Major Derlin and the troops to meet at the shield generator at 03:00 hours the following morning. Little did they know it was to be an eventful night for all of them.

"WHY, YOU STUCK UP... HALF-WITTED... SCRUFFY-LOOKING... NERF-HERDER!"

3 ABY LEI 13



RUNNING OUT OF TIME

IF PRINCESS LEIA HAD ANY HOPES OF RESOLVING THE SITUATION WITH HAN SOLO, THEY WERE QUICKLY DASHED AS GALACTIC EVENTS YET AGAIN OVERTOOK THE ALLIANCE

AN argument between Han and Leia, after the Princess had tried to convince the hotshot captain to stay, left an icy distance between the pair. As a bitterly cold evening turned inevitably to the deadly darkness of a frigid Hoth night, Leia grew increasingly concerned that Luke, who had been patrolling with Han that morning, had not yet returned to Echo Base.

A FRIEND IN NEED

Han had switched off his communicator, to Leia's further irritation, so the Princess sent C-3PO and R2-D2 to convey her message of concern. Leia's rising annoyance with Han was quickly replaced with frustration and worry when she was informed that Han was leading a search for the missing Jedi.

This bravery was typical of Solo. For all his gruff exterior and self-declared loner status, he would do anything to help a friend, regardless of the risk, and regardless of what those waiting for news of the heroic Corellian were put through as they waited.



A ROYAL COMMAND: The Alderaanian Princess was naturally suited to senior positions within the Rebel Alliance power structure, and on Hoth, she was usually to be found in the command centre of Echo Base.

FROZEN VIGIL

Leia, Chewbacca, Artoo and Threepio all stood in the main hangar close to the blast doors as, one by one, all the search patrols arrived back at Echo Base. Half frozen, the scouts reported no sightings of either Luke or Han. With temperatures dropping yet further, the shield doors had to be closed for the night. Unlike Chewbacca, Leia's silent prayer of grief and helpless frustration went unheard.

DAWN PATROL

It was testament to the high esteem in which Han and Luke were held by the Rebel Alliance that the snowspeeders of Rogue Group were in full working order by the morning.

Neither Leia, the droids nor Chewbacca had given up their vigil, and they were rewarded when Rogue Two reported finding both men alive.

Leia was at Luke's side as soon as the medical centre reported he had recovered from his intensive bacta treatment. Like Han, she had been a frequent visitor to the MedCentre as

YOU DON'T KNOW EVERYTHING ABOUT WOMEN:

Infuriated with Han Solo's arrogance, the Princess chose to snub him. The play worked, and Leia's deliberate show of extra affection to Luke only added to the tension between the couple.

Luke battled with his injuries. When Han teased the Princess that she kept finding reasons for him to stay, Leia angrily informed him that General Rieekan had declared that no ships should be allowed to leave the system until the energy field protecting the base was fully operational. She had had nothing to do with the decision.

Although Han was aware of the reasoning behind the decision, he could not resist the opportunity to tease Leia. They soon fell into the now familiar routine of repartee and insults. As usual, Han went too far, mentioning his and Leia's intimate moment in the south passage earlier. Leia, embarrassed, humiliated, frustrated and hurt by the Corellian, let loose a volley of choice Alderaanian insults. These only served to convince Han that he had found Leia's weak spot, so he pressed home his advantage. Almost cornered, Leia had one final gambit up her sleeve, guaranteed to shut Han up.

STOLEN KISS

Solo could only watch, stunned, as – leaning over the infirmary bed – the Princess kissed Luke, then turned on her heel, confident of victory, and marched out of the room.

A WELCOME RETURN:

Princess Leia was overjoyed to hear that both Han Solo and Luke Skywalker had been found alive in the frozen wasteland. The two young men had become very important to her – even if she did not readily admit it.





3 ABY LEI 15

"LEIA, YOU RUN AND YOU LIVE, OR YOU DIE RIGHT HERE! DECIDE!"

A FEARLESS LEADER

THE WAR OF WORDS IN THE ECHO BASE INFIRMARY WAS
CUT SHORT WHEN THE REBEL SCANNERS PICKED UP AN
UNWELCOME VISITOR TO THE ICE PLAINS OF HOTH

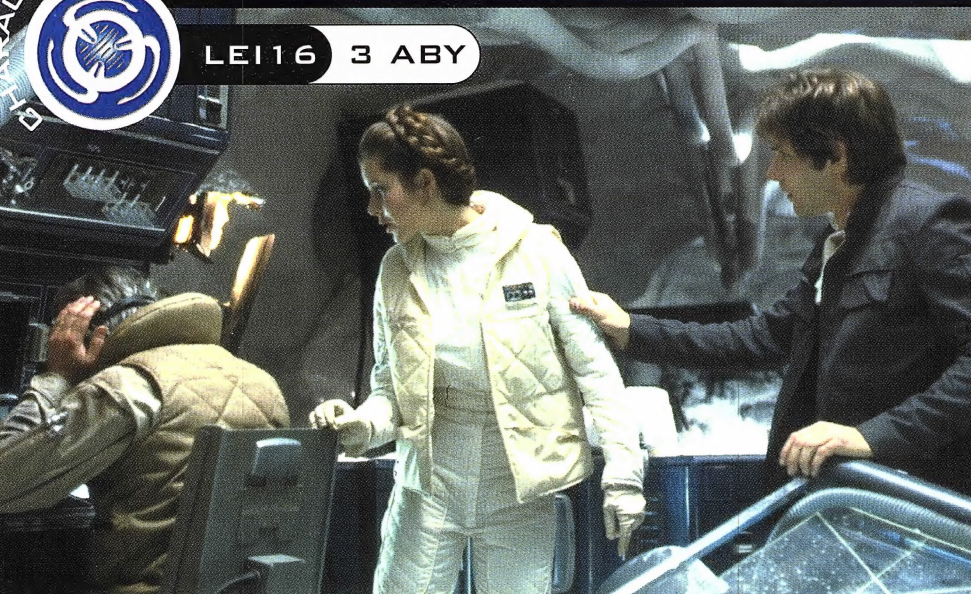
ONCE more, Leia waited as Han and Chewie risked their lives to discover what the base's sensors had discovered. Their worst fears were realized when Han reported back that an Imperial probe droid had been the source of the transmissions. General Rieekan quickly gave the order to begin the evacuation of Echo Base.

The next few hours went by in a blur of activity, as a well-rehearsed evacuation plan went into effect quickly and smoothly. Everyone knew that Darth Vader and the squadron he commanded from the bridge of the Super Star Destroyer *Executor* would be on its way and time was of the essence.

DIFFICULT COMMAND

Leia's abilities as a leader allowed her to fill many roles – from briefing pilots to allocating storage space in the woefully small fleet of transports. She would need all her skills to get the Rebels through the coming onslaught. Leia was at her usual post in the command centre when the Imperial fleet was detected entering the Hoth system.

AT THE END: Working closely with the Alliance officer General Carlist Rieekan, Princess Leia was dedicated to the protection of Echo Base to the very last – despite the considerable risk to her own life.



When the battle was joined on the plains outside the base, Leia was kept busy in the command centre, directing troops during the battle to protect the base and the ships still sitting on the ground at the south entrance. Rieekan was evacuated ahead of her, leaving Leia as the senior commander on the ground. Unfortunately for Leia, time was running out.

NO TIME TO THINK

It was in the chaos of the partially destroyed control centre that Han found Leia, still hard at work and seemingly oblivious to the danger around her. Leia's first reaction was frustration that Han had not already left – he had, after all, been given clearance. Both Han and C-3PO were insistent that she should leave on the last available transport. Han was there to see that she did, even if he had to escort her himself.

Reluctantly, Leia agreed and ordered the final evacuation of the base before leaving her post and making for her own transport. The weight of the defeat and of so little rest over the many hectic and adrenaline-filled days settled on the Princess, sapping her will to carry on. Han found himself practically dragging the brave but exhausted young woman through the crumbling corridors of Echo Base. Fate kept Han and Leia together, as

< COME ON... THAT'S IT: Han almost had to drag Leia away from her post when Echo Base had fallen. The news that Imperial troops had actually entered the base finally prompted her to order the final evacuation – and to leave with Solo.

the continued fire from the advancing Imperial walkers demolished the corridors leading to the last available transport. Instead, she found herself being bundled on board the *Millennium Falcon*. A little of Leia's customary fire returned, as the *Falcon* seemed unable to leave the former sanctuary of the main hangar.

DEPARTURE

Hard pressed by advancing Imperial troops, Han finally coaxed his ship off the planet. Leia realized that it was up to Han to get them past the blockade of Imperial Star Destroyers, and she knew that that was not going to be an easy task.

< I'LL GET HER OUT ON THE FALCON: With the way to the Rebel transports blocked by the pounding of the Imperial AT-ATs, Han had to take Leia with him on the *Millennium Falcon*.



> WOULD IT HELP IF I GOT OUT AND PUSHED?: The *Millennium Falcon* did not live up to its reputation for speed, leaving the Princess in danger of capture by Darth Vader once more. She did not, however, lose her sense of humour.



"I AIN'T SEEN ONE OF THESE SINCE I WAS PROSPECTING ON SUBTERREL, BEYOND THE OUTER RIM..."

22 BBY JET-1

DEXTER JETTSTER

A GARGANTUAN BESALISK WITH FOUR ARMS AND A HUGE INTIMIDATING PRESENCE, DEXTER JETTSTER WAS THE IDEAL CANDIDATE TO RUN A DINER IN ONE OF THE SEEDIER DISTRICTS OF CORUSCANT

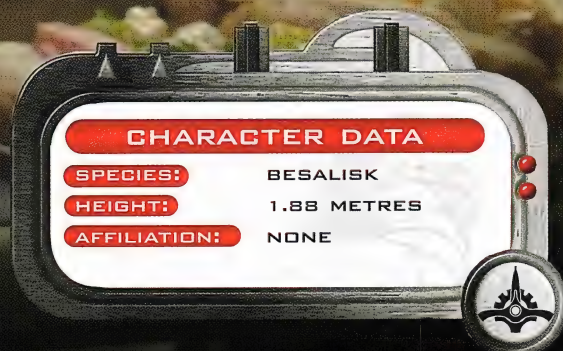
THERE are some creatures who could be taken for any one of a dozen different species. There are others that are instantly recognizable, and difficult to disguise. Besalisks belong to the latter group – their distinctive crests and wattles, their brown, leathery skins, their four arms and their massive legs are enough to distinguish them in a crowd. Enough, in fact, for the crowd to give them a pretty wide berth, for Besalisks are well known for two things – they aren't subtle and they like a good brawl.

Besalisks tend to be found in the Outer Rim or beyond, in situations where strength, patience and good humour count for more than quick wits. They make good miners, mercenaries, bartenders and bouncers. There aren't that many of them in the more

sophisticated areas of the galaxy, which is why the name Dexter Jettster was once well known among the inhabitants of Coruscant. For many of them, he was the only Besalisk they would ever meet. Or ever want to.

A HEARTY HOST

Dexter was the sole proprietor of Dex's Diner, a small establishment located in the Coco Town area of Coruscant. His food was basic, but well prepared, and his manner was hearty and honest. For those civil servants, data-processors and Senatorial staff who had become tired of overly elaborate food and irritatingly subservient droid maître d's, Dex's Diner was a





secret they were careful to keep to themselves. And perhaps the element of risk in visiting an establishment in an area where a blaster battle might break out at any time was just as piquant as Dex's special relish.

INTIMIDATING PRESENCE

Despite the area, Dex's appearance was enough to scare anyone who intended stealing from the till, starting a fight or just complaining about the food. Almost two metres tall and about the same around his paunch, Dex had the build and the stance of a professional fighter gone to seed. His four brawny arms gave him an advantage in the punch-throwing department, and his column-like legs were perfect for maintaining balance while taking or dishing out punishment.

A > TAKE A SEAT! BE RIGHT WITH YA!

Dexter Jettster, proprietor of Dex's Diner, was a Besalisk whose sheer size acted as a stern warning to any potential thieves or troublemakers. Situated in Coco Town, one of the seedier districts of Coruscant, and often populated with unsavoury characters, the diner also attracted civil servants and office workers seeking a less bland environment for business lunches.

'SO, MY FRIEND. WHAT CAN I DO FOR YA?'

A WALKING DATABANK

22 BBY JET3

WITH YEARS OF EXPERIENCE BEHIND HIM, JETTSTER WAS A FOUNT OF KNOWLEDGE ON JUST ABOUT EVERY SUBJECT – EXCEPT HIMSELF

DEXTER Jettster wasn't always a cook. In fact, he changed career more often than he washed the utensils in his kitchen. Like many of his Besalisk brethren, he had previously earned a precarious living working on oil-harvesting crews, and by gun-running, bartending and brawling. Unlike many, he had the good sense to get out while he still had all six limbs in working order. Having saved quite a few credits on the side, and having always wanted to see the sights of the galactic centre, he bought himself a small diner in one of the seedier areas of Coruscant and settled down to enjoy his retirement.

OLD FRIENDS

One of Dex's regular customers was the Jedi Knight Obi-Wan Kenobi. They first met on Coruscant whilst Obi-Wan was on a mission for the Jedi Council. Obi-Wan appreciated the shrewd



◀ **AIN OLD HAND:** Before he came to open his diner, Dexter Jettster had been around. In a career spanning many decades, he had spent time in a wide range of professional roles. The knowledge and experience this eventful life had brought Dexter made him an invaluable source of information.



mind that Dex kept hidden beneath his crest, and Dex in his turn appreciated the fact that Obi-Wan genuinely liked him, rather than using him purely as a source of information. Obi-Wan made sure to visit his old friend's diner whenever he could. It wasn't that Dex was an informant, but the Besalisk had been around. He knew things that weren't even kept in the Jedi Archive.

QUESTIONS AND ANSWERS

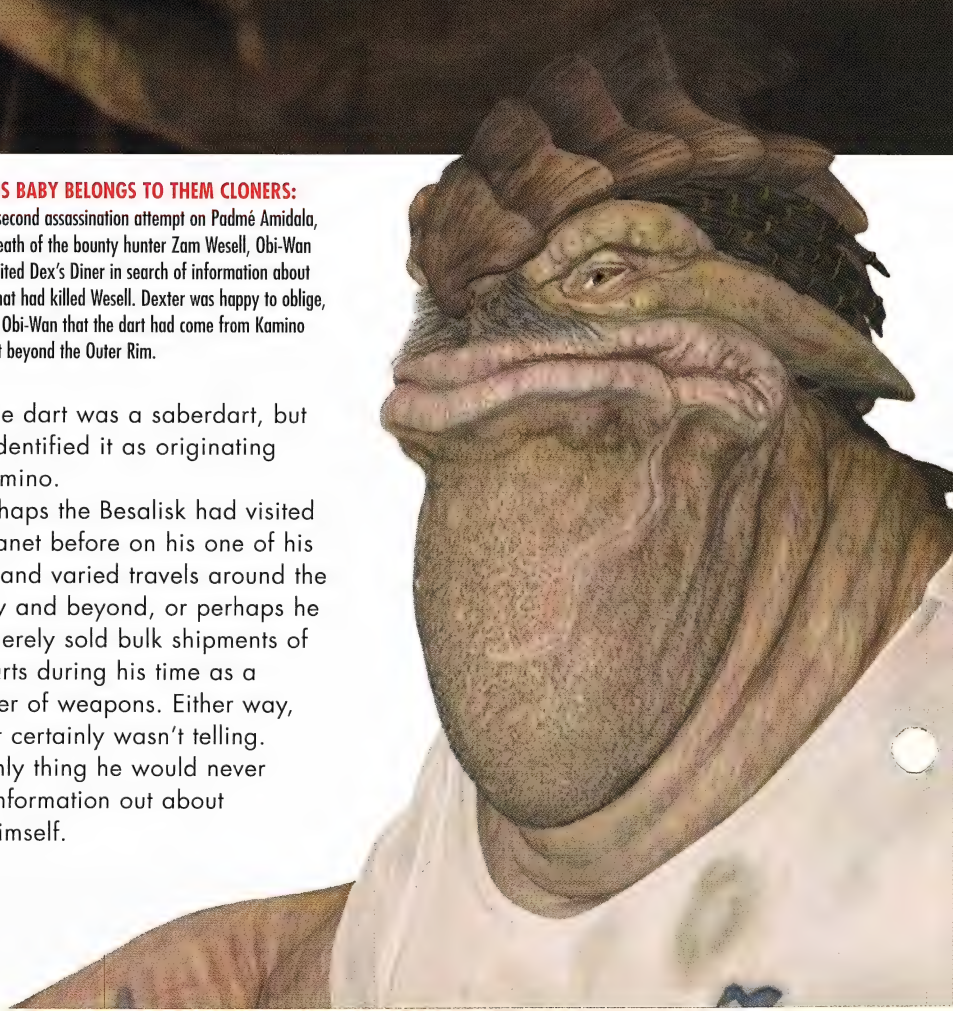
It was to Dexter Jettster that Obi-Wan went following the attempt on Senator Amidala's life, and the subsequent death of the bounty hunter responsible. All Obi-Wan had to go on was the weapon that had killed the bounty hunter – a small dart – but Dexter not only recognized

▲ > THIS BABY BELONGS TO THEM CLONERS:

After the second assassination attempt on Padmé Amidala, and the death of the bounty hunter Zam Wesell, Obi-Wan Kenobi visited Dex's Diner in search of information about the dart that had killed Wesell. Dexter was happy to oblige, informing Obi-Wan that the dart had come from Kamino – a planet beyond the Outer Rim.

that the dart was a saberdart, but also identified it as originating on Kamino.

Perhaps the Besalisk had visited the planet before on his one of his many and varied travels around the galaxy and beyond, or perhaps he had merely sold bulk shipments of the darts during his time as a supplier of weapons. Either way, Dexter certainly wasn't telling. The only thing he would never give information out about was himself.



'REE-YEES, FOR THE CRIME OF MURDER YOU ARE IMMEDIATELY AND ETERNALLY BANISHED FROM KINYEN AND MALASTARE'

REE-YEES

WHY THE THREE-EYED REE-YEES TURNED

TO MURDER ON HIS PEACEFUL HOME

WORLD OF KINYEN MAY NEVER BE KNOWN

THE life of the three-eyed Gran species, of which Ree-Yees was a member, is a simple one. They roam the idyllic planet Kinyen, eating the plentiful goat grass of the plains and searching for a mate. When they find one, the Gran pair for life. With their keen eyesight, Gran also have the rare

ability of being able to discern more colours than most other humanoid species, especially hues at the infrared end of the visual spectrum. Many members of Gran society enjoy the visual arts, and their architecture is always bright and vibrant.

CHARACTER DATA

| | |
|--------------|---------------------------------|
| SPECIES: | GRAN |
| HEIGHT: | 2.2 METRES |
| HOMEWORLD: | KINYEN |
| AFFILIATION: | CRIMINAL |
| WEAPON: | LOCK PICK, THERMAL DETONATOR |

But this idyllic existence was soon to come to an end for the young Gran called Ree-Yees after he murdered one of his own kind. When his terrible



crime was discovered, Ree-Yees was immediately sent off-planet as a punishment, forbidden to return to the plains of Kinyen or the colony world of Malastare again.

A LIFE IN EXILE

Faced with the prospect of exile from Kinyen and Malastare, Ree-Yees became distraught. When he heard the sentence of a Kinyen court, he reacted by jumping over the courtroom railings and grabbing the robes of the sentencing councillor.

He pleaded with the female official not to be sent away, as he was already

going mad at the prospect of leaving his beloved homeworld behind for ever. The guards, unmoved by the pleas, quickly grabbed the young criminal and dragged him away from the shaken official. As he was pulled out of the room, Ree-Yees emitted a wail as though his spirit itself was dying.

Cut off from his highly social people, Ree-Yees was soon overwhelmed by a deep loneliness. The best way to tackle loneliness, he thought, was to drown himself in a whole galaxy of alcoholic beverages. He eventually settled for Sullustan gin as his favourite drink. This tendency to drown his sorrows,

however, turned Ree-Yees into an unpopular drunk, giving him less of a chance to make friends in the galaxy's cantinas and bars. His drunkenness made the Gran gruff with others, more self-centred than ever and generally unpleasant to be around.

FROM BAD TO WORSE

After being banished from Kinyen and Malastare, the malcontent Ree-Yees turned to theft and swindling, doing anything to earn a fast credit. It was, perhaps, no surprise that he ended up working in the court of Tatooine crime lord and gangster Jabba the Hutt.

◀ **THE OUTCAST:** Having killed a member of his own species on his home planet of Kinyen, Ree-Yees was forced into exile. After years of aimless wandering, he finally fetched up at the court of Jabba the Hutt, where his hulking frame was a useful tool in intimidating the crime lord's many enemies.



'WE WOULD LIKE TO POINT OUT THAT PROBLEMS WITH THE FLR LOGGER ARE DUE TO DESIGN AND NOT MANUFACTURING ERRORS'

27 ABY LOG 1



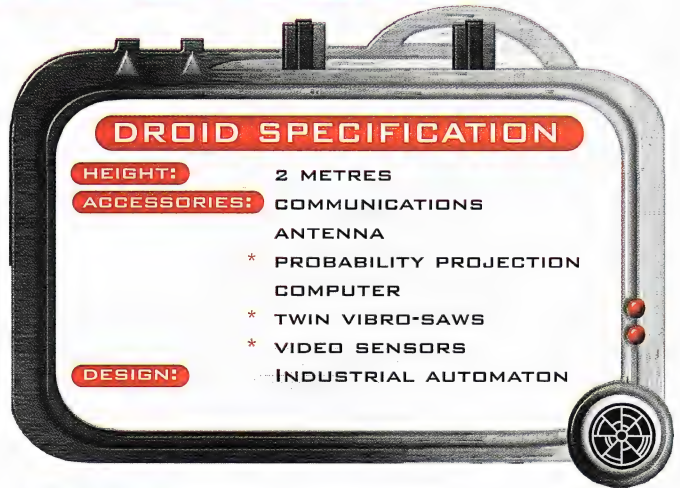
FLR LOGGER DROID

THE BLUEPRINTS FOR INDUSTRIAL AUTOMATON'S HEAVY INDUSTRIAL FLR LOGGER DROID HAD INPUT FROM SO MANY DESIGNERS THAT THE FINAL PRODUCT ENDED UP PLEASING NONE OF THEM

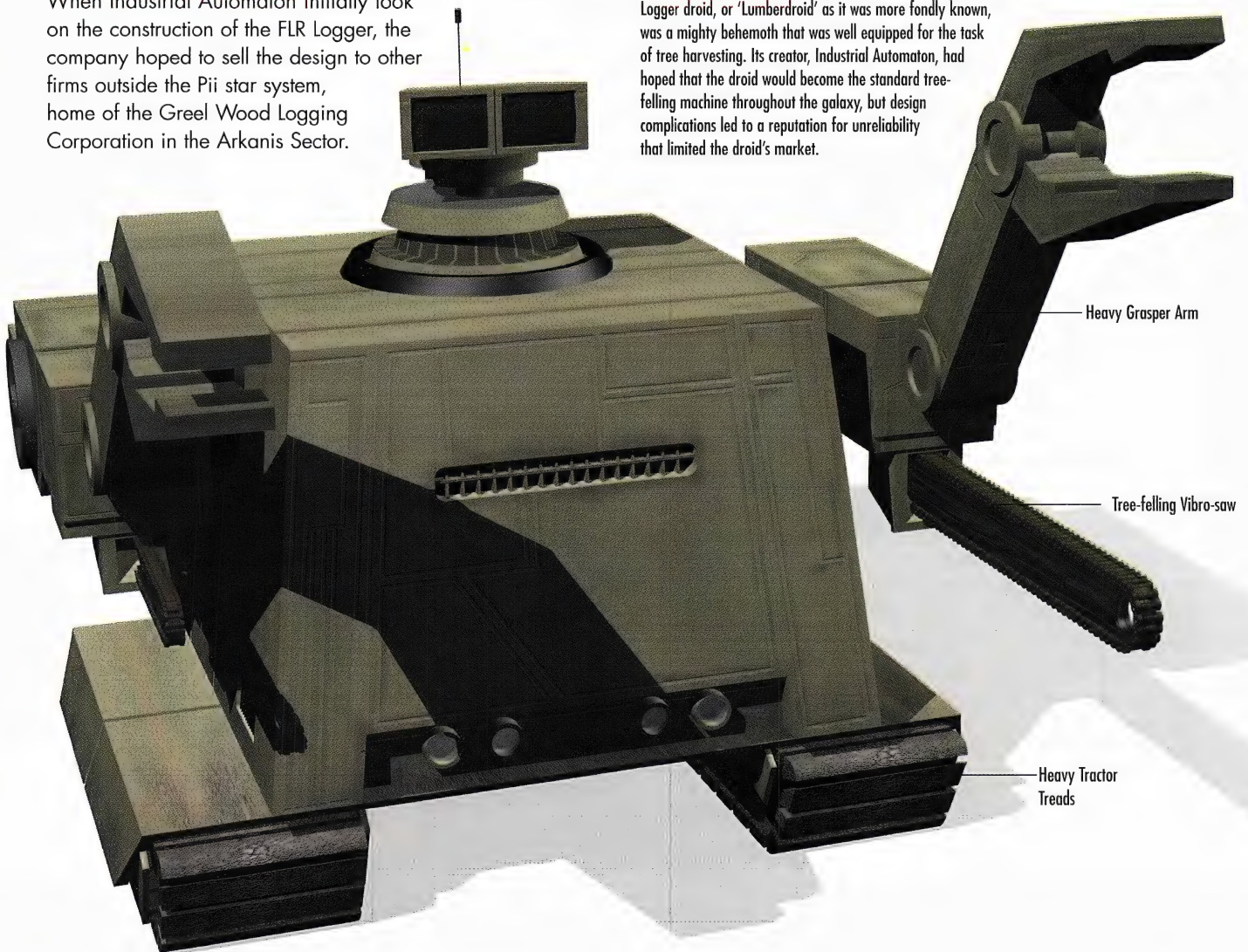
THE FLR Logger droid was designed in the final days of the Old Republic by Industrial Automaton under contract from the Greel Wood Logging Corporation. The droids that came off the production line matched the corporation's blueprints right down to the last detail, but the end result was still considered unsatisfactory. IA's executives were quick to protest that the blueprints had in fact been flawed from the outset. The final plans, Industrial Automaton executives pointed out, had far too many designers' fingerprints on them – the outcome of trying to please a droid that would please everybody. The end result was, in fact, a slow droid that was both prone to breaking down and frustratingly difficult to repair.

A WIDER MARKET

When Industrial Automaton initially took on the construction of the FLR Logger, the company hoped to sell the design to other firms outside the Pii star system, home of the Greel Wood Logging Corporation in the Arkanis Sector.



Y TREE HARVESTER: At two metres in height, the FLR Logger droid, or 'Lumberdroid' as it was more fondly known, was a mighty behemoth that was well equipped for the task of tree harvesting. Its creator, Industrial Automaton, had hoped that the droid would become the standard tree-felling machine throughout the galaxy, but design complications led to a reputation for unreliability that limited the droid's market.

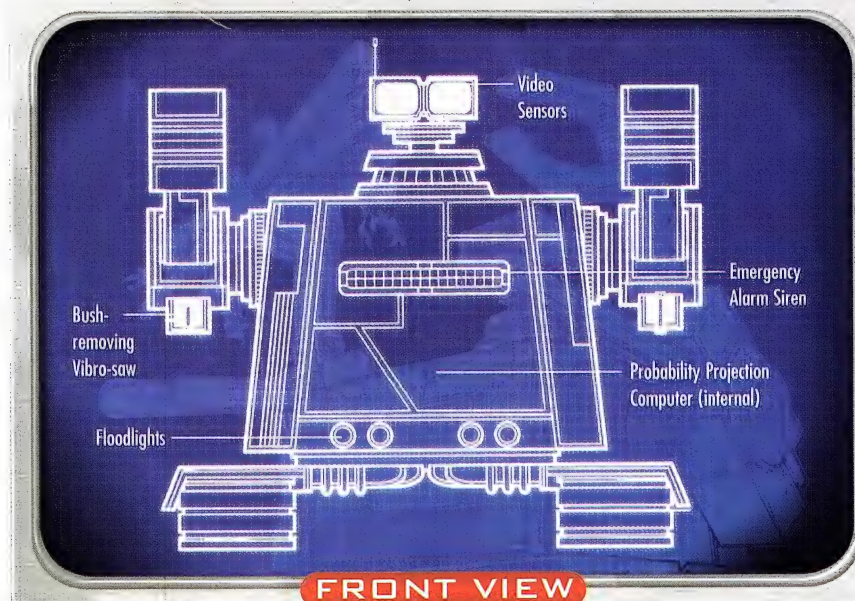


To increase its potential market, the droid was programmed with the ability to recognize more than 150,000 commercially viable trees from planets across the galaxy. Once the FLR hit Pii, however, and its idiosyncrasies were discovered by commercial operators, the droid was resigned to a lifetime of mundane tree-harvesting duties in the Pii system.

STRENGTH AND AGILITY

Despite its shortcomings – its predisposition to breakdown and difficulty to repair – Industrial Automaton's FLR Logger droid did a respectable job in the Pii star system. Nicknamed the 'Lumberdroid' by those who owned such behemoths, the two-metre-high automaton's prime traction unit was a pair of widely spaced tractor treads. The massive droid was also equipped, as one would expect, with two huge claws designed with enough strength and agility to haul the biggest greel trunks.

The armoured chassis, strong enough to avoid being crushed by



FRONT VIEW

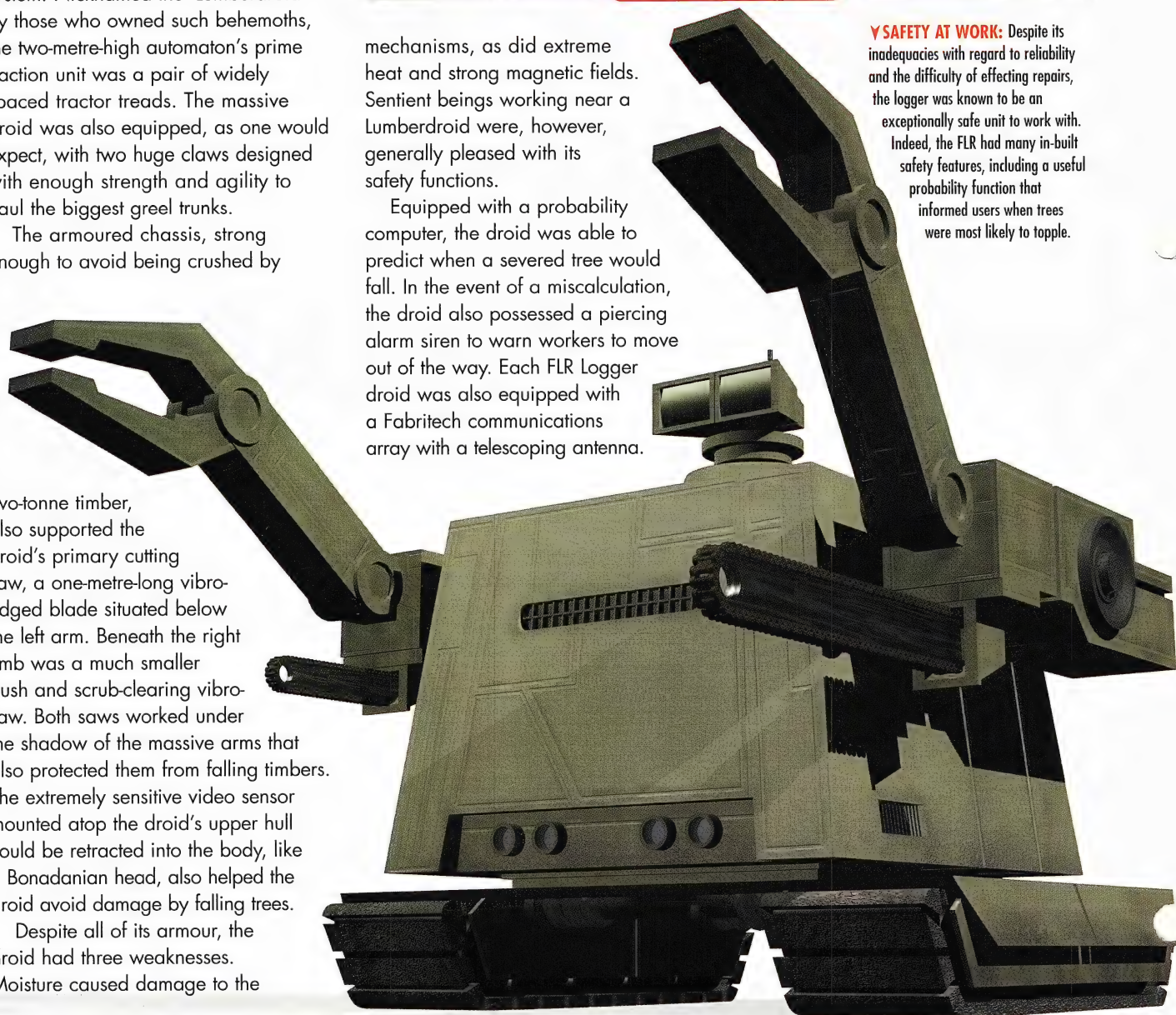
mechanisms, as did extreme heat and strong magnetic fields. Sentient beings working near a Lumberdroid were, however, generally pleased with its safety functions.

Equipped with a probability computer, the droid was able to predict when a severed tree would fall. In the event of a miscalculation, the droid also possessed a piercing alarm siren to warn workers to move out of the way. Each FLR Logger droid was also equipped with a Fabritech communications array with a telescoping antenna.

SAFETY AT WORK: Despite its inadequacies with regard to reliability and the difficulty of effecting repairs, the logger was known to be an exceptionally safe unit to work with. Indeed, the FLR had many in-built safety features, including a useful probability function that informed users when trees were most likely to topple.

two-tonne timber, also supported the droid's primary cutting saw, a one-metre-long vibro-edged blade situated below the left arm. Beneath the right limb was a much smaller bush and scrub-clearing vibro-saw. Both saws worked under the shadow of the massive arms that also protected them from falling timbers. The extremely sensitive video sensor mounted atop the droid's upper hull could be retracted into the body, like a Bonadanian head, also helped the droid avoid damage by falling trees.

Despite all of its armour, the droid had three weaknesses. Moisture caused damage to the



'THROW DOWN YOUR WEAPONS'

32 BBY BLA9



CR-2 BLASTER PISTOL

THE MAJORITY OF THE TECHNOLOGY PRODUCED ON NABOO WAS
UNIQUE IN SOME WAY OR ANOTHER TO THE PLANET. THIS WAS ALSO
TRUE OF THE BLASTER WEAPONS USED BY THE NABOO ROYAL
SECURITY VOLUNTEERS UNDER THE COMMAND OF CAPTAIN PANAKA

THERE were three principal weapons used by the Royal Court and the plucky volunteers who policed Naboo in the closing years of the Old Republic. The oldest of these, even in those distant days, was the CR-2 blaster pistol. This weapon, although listed as a one-handed pistol, had a two-handed configuration, with a second grip just short of the end of the barrel. Unlike many other products of Naboo, the CR-2 was made entirely of metal – matt black and chrome – and lacked the carved wooden stock that would characterize later Naboo Royal Security Force blasters. A stout carrying strap also allowed the pistol to be quickly slung over the bearer's shoulder.

Produced on Naboo by Corellian Arms, the CR-2 had long since been phased out of production everywhere else in the galaxy. It was considered to be



BLA10 32 BBY



< **A YOUR HIGHNESS... WE HAVE NO ARMY:** Led by Captain Panaka, the Naboo Security Forces consisted of between 10,000 and 15,000 volunteers at any one time. The fact that they were not a professional army may have accounted for their continued use of the CR-2 blaster pistol—a weapon that many saw as outdated or even antiquated.

an antique, even a collector's item. The continuing use of the venerable blaster pistol on Naboo was due largely to the fact that the CR-2 fired highly charged plasma. Curiously, this type of ammunition—expensive to produce and a little unstable by more modern standards—was the reason the CR-2 had been phased out. However, the required ammunition could be created cheaply, using the naturally occurring and more stable plasma to be found on Naboo.

POWER AND VERSATILITY

The key to any good security force was flexibility. The Naboo Royal Security Volunteers were no different. It is impractical, even dangerous, for a security force to carry two weapons—one potentially lethal and one simply to restrain an opponent. A secondary fire mode on the CR-2 blaster unleashed stun bolts of electricity—a single shot of which could floor most living creatures.

This last mode confirmed the weapon as the obvious choice of standard-issue blaster for the Naboo security forces for many years. It quickly became a favourite of those Naboo citizens who lived beyond major settlements, as it could drop even the most voracious of predators quickly, without inflicting any lasting harm.

> **FLEXIBLE FIRING:** Despite its age and somewhat outmoded design, the CR-2 suited the Naboo Security Forces perfectly. With its dual settings—for stun and kill—the pistol allowed its users the flexibility of two independent weapons without the need to carry extra arms.





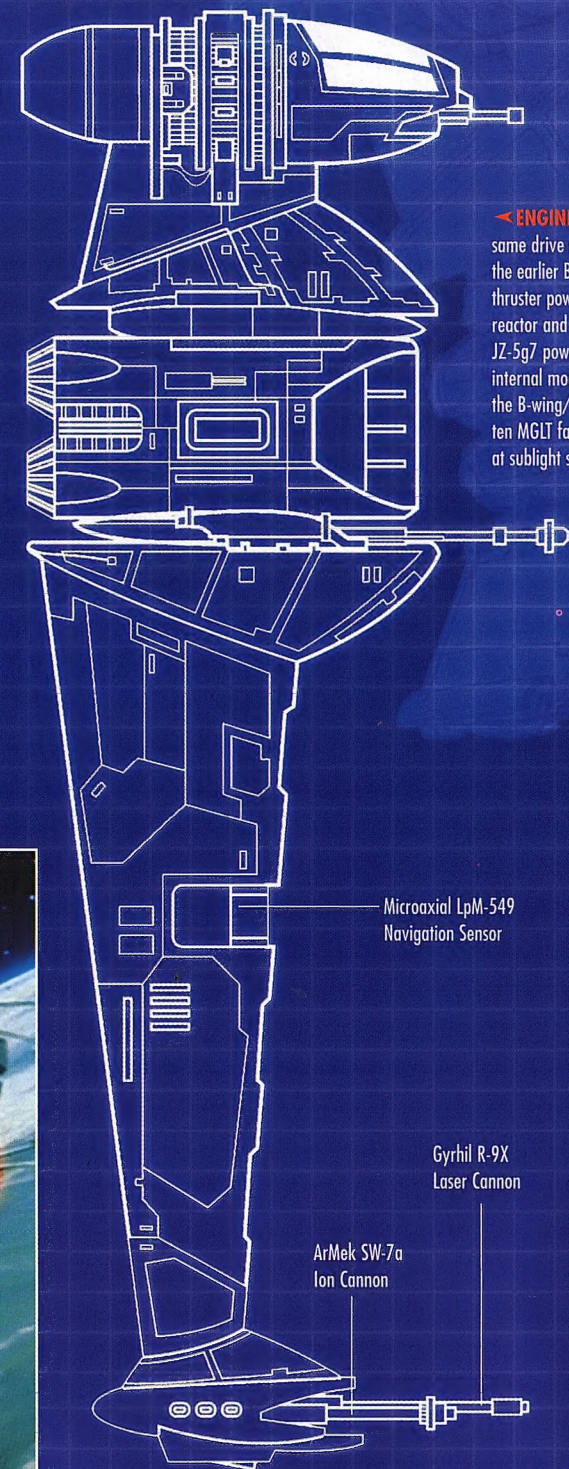
B-WING

ADMIRAL ACKBAR'S SPECIALLY CUSTOMIZED B-WING/E2

FELL VICTIM TO SABOTAGE ON THE PLANET VORTEX

ADMIRAL Ackbar utilized a B-wing/E2 variant as his personal transport during his tenure in the New Republic military. Ackbar's E2 was specially modified for his use – the second cockpit seat was placed next to the pilot's, rather than behind it, and the additional space typically taken up by gunnery systems was used as an area for cargo storage.

Ackbar's vessel was destroyed on the planet Vortex, when the fighter succumbed to sabotage. On the landing approach to the crystalline Cathedral of the Winds, the B-wing/E2 went out of control and collided with the building. The incident killed more than 300 of the native Vor species, and was later traced to Ackbar's personal mechanic, Terpfen. Controlled by a brain implant, Terpfen was forced, by the Imperial agent Ambassador Furgan of Carida, to booby-trap Ackbar's ship. Eventually overcoming Furgan's mind-control, Terpfen enabled New Republic Intelligence to thwart an Imperial plot and the mechanic was later deprogrammed, before returning to active duty.



< ENGINES: The Expanded B-wing kept the same drive system and engine core used by the earlier B-wing craft – a Quadex Kyromaster thruster powered by a Vinop 02 K ionization reactor and a quartet of Slayn & Korpil JZ-5g7 power converter modules. Clever internal modifications reduced the mass of the B-wing/E variants, making them a full ten MGLT faster than the standard B-wing at sublight speeds.

Quadex Kyromaster Engine

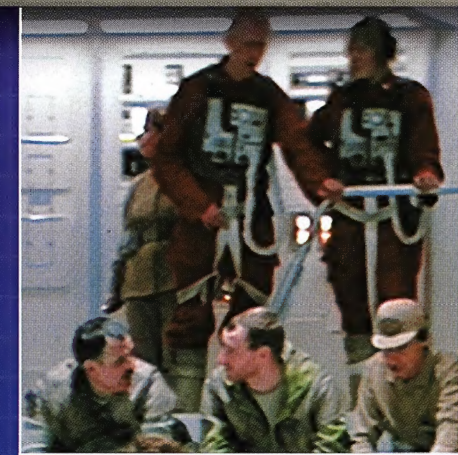
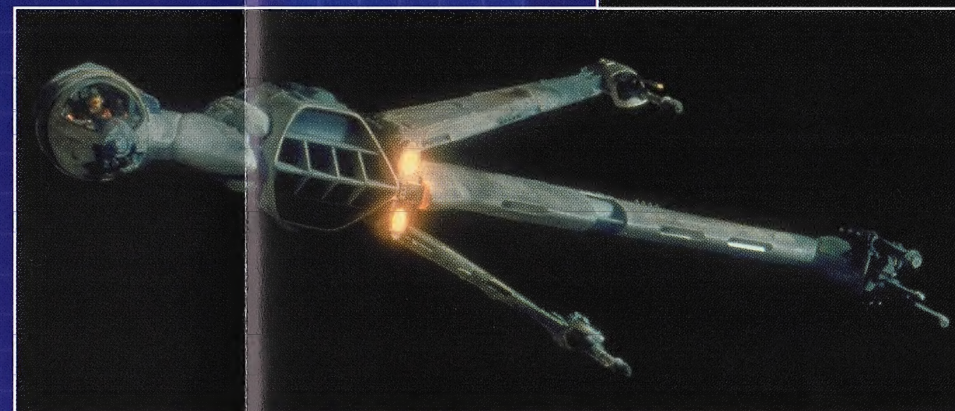
<> EXTENDED COCKPIT POD:

The command cabin of the standard Slayn & Korpil B-wing fighter was lengthened by three metres for the Expanded B-wing variants, enabling the pilot to be joined by a gunnery officer in combat. The addition of a gunner means that the B-wing/E2s often have a much higher combat-to-kill ratio than those of their single-seat brethren.

Ancillary Airfoil Fold Trajectory

Primary Airfoil

> S-FOILS: Like the Incom T-65 X-wing, the B-wing starfighter used folding s-foil wings that could be deployed for combat operations. In flight mode, the wings stay retracted, flat against the main fuselage aerofoil, but in battle they extend to give a maximum fire corridor from their wingtip ArMek SW-7a ion cannons.



> HARD TO HANDLE:

The B-wing, in all its versions, is essentially a long, flat wing with a cockpit at one end. The unusual design of the fighter made it extremely difficult to handle, and very few Alliance pilots were qualified to fly it.



VEHICLE SPECIFICATION

TYPE: SLAYN & KOPIL B-WING/E2 ASSAULT STARFIGHTER (ALSO B-WING/E VARIANT)

CREW: 2 (ONE PILOT AND ONE GUNNER)

LENGTH: 16.9 METRES

SPEED: 70 MGLT

AFFILIATION: REBEL ALLIANCE



< COST EFFECTIVE: The B-wing was the most powerful heavy-assault fighter in the Rebel Alliance's armoury. Although only slightly larger than the X-wing, in its expanded form it provided the Alliance with the combat punch of a capital ship at a fraction of the cost.



B-WING

A UNIQUE STARFIGHTER DESIGN CREATED BY THE INSECTOID

VERPINE, THE HEAVILY ARMED B-WING FIGHTER WAS IMPROVED

UPON AND REFINED FOR THE LATER EXPANDED B-WING VERSION

THE Expanded B-wing design program grew out of the Rebels' use of the standard B-wing fighter, which was introduced to the Alliance forces just after the Battle of Yavin. The earliest version of the ship was designed by the Mon Calamari Admiral Ackbar as a fighter platform for anti-shipping operations. Alliance hit-and-fade missions had been running into tougher resistance on Imperial convoys, and a

counter had to be found. Ackbar's B-wing was the key, and development got under way at Research Station Shantipole, in the Roche asteroid belt. While Imperial spies attempted to capture vital design data on the ship from the Verpine shipyards of Slayn & Korpil, the Empire was thwarted and the B-wing went into fleet-wide operations with the Rebellion. Not prepared to rest on their laurels, the Verpine shipwrights immediately began work on an improved version of the fighter, producing the B-wing/E variant less than a standard year later.

To the casual observer, the B-wing and B-wing/E are almost identical, with the exception of a visible extension of the cockpit pod. Both ships comprise of a hull that serves as a giant aerofoil, with twin extendable s-foils along the mid-line, a weapons pod at one end and a cockpit unit at the other. The B-wing drive section is situated two-thirds of the way down the fuselage. The B-wing/E's extended cockpit is the result of modifications to allow a second crew member to serve as a gunner. The standard B-wing used advanced computer systems and a low-power targeting laser to marshal its weapons systems, but the intricate flight dynamics of the fighter meant that pilots were often unable to react quickly enough to 'snap-shot' opportunities.

As with the standard version of the craft, the cockpit unit is capable of rotation to bear on targets, but the gunner's station has its own unique gimbal system. The gunner can therefore

remain stable and maintain a clear field of fire, no matter how severe the pilot's manoeuvres. The addition of a gunner also frees the pilots to concentrate on flying, allowing the weapons officer to manage the B-wing/E's multiple cannons and torpedo launchers. As a result, squadrons fielding the E variant B-wings have noted a sharp increase in enemy kills during combat.

The weapons load-out for the B-wing/E is a pair of Gyrhil R-9X fire-linked laser cannons, a Krupx MG9 proton torpedo launcher with an eight-shot magazine and three ArMek SVW-7a ion cannons (one on each s-foil and another in the 'tail' pod). The torpedo

launchers are the Krupx Corporation's

standard munition

delivery system, but they can also be modified to fire emission-type warheads as well.

The twin, short-range Gyrhil 72 auto-blasters of the standard B-wing are replaced with additional life-support hardware for the gunnery officer. The subsequent E2

variant of the Expanded

B-wing added a

second Krupx proton torpedo tube, which

drew from the same magazine of eight rounds for an increased rate of fire. Some E2s also sport additional torpedoes, although this extra weight alters the mass and balance of the ship in flight operations, reducing the B-wing/E2's operations envelope.

The B-wing/E pushes the design's Quadex Kyromaster sublight drives to a full 70 MGLT, matching the venerable Koensayr Y-wing for

top speed, using lightweight titanium alloy to toughen the already-robust hull. The trade-off for these design changes has come in a decreased manoeuvrability in comparison to the standard B-wing, a fact that has ensured that E variants have proved less popular with pilots than their predecessors. Some Rebel tech crews would

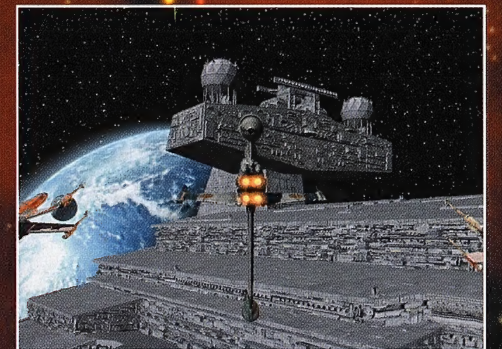
often swap the factory-standard Quadex Kyromaster motors for the slightly lighter JZ-5 Fusial Thrust engines, manufactured by Slayn & Korpil.

The Expanded B-wing uses the same shield generator array as the standard vessel and also maintains the use of the hard-working Slayn & Korpil HYd-997 hyperdrive motivator for interstellar travel. A simple but efficient Class Two drive system, the 997 is reliable but half as fast as those operated by Rebel X-wing and A-wing fighters. Instead of using an astromech droid for navigation operations, the B-wings operate a navi-computer connected to a Microaxial 549 sensor pallet, which can store two sets of jump co-ordinates.

ENGINES:

The Expanded B-wing kept the same drive system and engine core used by the earlier B-wing craft — a Quadex Kyromaster thruster powered by a Vinap 02 K ionization reactor and a quartet of Slayn & Korpil JZ-5g7 power-converter modules. Clever internal modifications reduced the mass of the B-wing/E variants, making them a full 10 MGLT faster than the standard B-wing at sublight speeds.

AMMUNITION PACK: The B-wing/E2 variant mounts two Krupx MG9 proton torpedo launchers just above the drive pod, where a standard B-wing fielded only one. To improve the strike rate from these weapons, a strap-on ammunition store module can be attached to the outer hull, adding another 12 warheads to the internal load-out of eight torpedoes.





"SHE WENT INTO THAT CLUB, MASTER!"

THE GLORY FADES

THE FACT THAT THE OUTLANDER CLUB STILL ADVERTISED
IN THE HOLONET NEWS WAS NO GUARANTEE THAT IT
WAS ANY LONGER A SAFE PLACE TO PLAY

IN the weeks before the outbreak of the Clone Wars, when Jedi Knight Obi-Wan Kenobi and his Padawan, Anakin Skywalker, chased bounty hunter Zam Wesell into the club, the Outlander was a neon-lit shadow of its former glory.

It is an odd fact that so many put the fading of former glories in the provision of entertainment down to the watering of drinks, and the Outlander Club was no different. In truth, the dilution of the various intoxicants at the club with less harmful liquids went on from the very beginning, simply as a way of maintaining the health of the clientele. A lot of humans think they can handle a full-strength Malastare Cloudburst, but only the biochemistry of a Gran can truly render it safe to drink. On a planet rumoured to have more lawyers than droids, avoiding regular legal battles over suspected poisonings simply makes for good business sense.

The Outlander Club was already falling out of favour with the more daring members of the fashionable elite when Hat Lo and his hangers-on walked out of a cold and rainy Coruscant night into the warm and welcoming

glow of the neon lights and the smile of a hostess. A crime boss whose dark star was in the ascendant, yet not high enough to irritate nor interest Black Sun, Hat Lo's patronage of the Outlander Club began to influence the type of person who could be encountered there.

Escaping from the moderate security ward of Coco District Penitentiary aboard a supply truck that had been making deliveries to the prison's laundry wing, three convicts headed directly for the club. This was a perfect example of the influence Hat Lo was having on the class of the club's new clientele.

> HAT LO: By the time Obi-Wan and Anakin visited the Outlander its reputation had plummeted. Crime boss Hat Lo had become a regular and had, wittingly or unwittingly, brought with him many from the criminal underworld, including escaped convicts such as Danni Faytonni.

> SENSE OF DANGER: Upon entering the Outlander Club, Anakin Skywalker appeared nervous at the prospect of encountering its diverse clientele. Coruscant was famed for its urban dangers — particularly at night.

A Borlovian of noble birth, Lloallullion was at the Outlander on the night Obi-Wan and Anakin paid it a brief visit. His troubles began when he slipped into debt with a crime lord. That unfortunate entanglement had led to his being locked away in the Coco District prison. At the club, he hoped to arrange discreet passage off Coruscant. In later years, Lloallullion would throw in his lot with Booster Terrik — to the betterment of both men.

It is unclear as to whether Corellians Achk Med-Beg and Danni Faytonni ever amounted to much after their escape from the penitentiary. It was the charismatic, softly spoken Faytonni who brought the trouble down on his and his friend's heads on Corellia. Always a winner with the ladies, often without even particularly trying, the witty and debonair Danni was himself conned by a female changeling. Suddenly, he seemed to be responsible for a spice-mining scheme, and his beautiful benefactor was nowhere to be found.

Getting away from Corellia, thanks to Med-Beg's inventiveness, the men were recognized and imprisoned on Coruscant. Escaping, the two sought out Hat Lo, hoping to find some refuge from their predicament. Both were

dressed in stolen Republic guard uniforms. Playing the role to the hilt — it did seem to attract some delightful attention — Faytonni was surprised when one delectable young lady told him a few juicy facts about Hat Lo's security systems. Not even the appearance of two Jedi in the Outlander Club could distract Danni from his new goal in life — to relieve Hat Lo of everything he owned.

> HIGH FASHION: Although almost exclusively humanoid, the patrons of the Outlander came from far and wide. This diversity was reflected in the garish and often bizarre outfits seen in the club. It was perhaps because the club attracted outrageously-dressed fashion devotees that Obi-Wan's ancient Jedi tunic passed unnoticed as he and Anakin visited the club.

< THE PLACE TO BE: The Outlander was located on Coruscant's Vos Gesal Street with good access to public transport. Its main entrance was brightly lit and eye-catching, inviting any chance passers-by to enter the club in search of a drink, a companion, or just a flutter at the sabacc tables.





ARE YOU GAME?

THE OUTLANDER CLUB

AS FASHIONS AND FADS WAX AND WANE, SOME CLUBS CAN FIND THEMSELVES THE PLACE TO BE SEEN FOR A MONTH OR SO, BEFORE THE NEXT BIG THING TAKES OVER

ON Coruscant, in the more affluent entertainment districts, fashions were indeed fickle. For a year or so, the Outlander Club on Vos Gesal Street in the Uscru District was a resounding success. Catering mainly to oxygen-breathing humanoids, directly across from the Snapping Septoid (popular with methane breathers and those of a swamp-loving inclination), its main doors were always open to those who might chance by.

PRIME LOCATION

The location of the Outlander was a good one. Long and wide, Vos Gesal Street ran through several small plazas and past a number of transit stations, including two repulsortlift monorail stations, the magnetic tracks of which could be seen from the club, one to either side.

The club was brightly lit on the outside, especially at its wide main entrance at the front, but even the public back entrance, on a darker side street, was well lit. Beside the club's name, shifting holograms of hostesses working that evening welcomed passers-by to the club in many of the main languages spoken by its patrons.

Inside, the Outlander Club was laid out as a series of spacious circular

floor areas, loosely defined by the sweeping curves of the walls and an occasional step up or down. Along the side walls, well-lit stairs, or the more popular grav-tube lifts, gave access to the refreshers on the upper level, as well as to the private function suites.

Hostesses wandered through the crowds, ready to offer directions to the sabacc tables, advice on the best drinks to try for particular species, or to proffer a delectable morsel from a tray of consumables. And then there were the drinks...

Outlander was a spacious, garishly lit venue. It positively encouraged lively chatter and hedonistic excesses – all the best gossip and the latest street fashions could be heard and seen in the club. There were a number of smaller bars dotted along the sides of the club, but

regulars knew to head for the large central bar. Surrounded by chiller units, dispensers and cylinders full of multi-coloured liquids, no-nonsense Bufon Taire, a dark-skinned human sporting scars and a milky-white eye, kept the best ingredients for mixing the best drinks. If he knew you, or you were with the right people, you might even have been treated to his famous Starshine Special.

Primarily, however, the Outlander Club offered the opportunity to take a chance. There were gambling tables, large and small, all through the building. There, the divine hostesses would loudly cheer and applaud the winners, and convincingly console losers with assurances that their luck would change – encouraging both to have just one more try.

Among the more eye-catching aspects of the club (apart from the clientele's dress sense) were the three huge screens dominating one wall. These curved around a central booth where a

A > A LITTLE LIFT: The Outlander, like many Coruscant nightclubs, was garishly lit both outside and in. Once inside the club, patrons could travel between the main bars and private function suites, either via the stairs or, more often, by the popular grav-tube lifts.

hostess would happily collect bets and hand over winnings. The screens showed live coverage from sports events across the galaxy. Viewers could watch everything from Podracing through the snow-covered Andobi Mountains on icy Ando Prime, to the Veril Line Systems' Otaga team waltzing through a high-scoring match against the Industrial Automaton ASP team in the fledgling Nuna-Ball League.



A A BEVVY OF BEVERAGES: The Outlander's main bar was stocked with a huge array of drinks from across the galaxy. Although many of the beverages served had to be watered down for safety reasons, a lucky regular might be treated to one of barman Bufon Taire's famous Starshine Specials.

A WANNA' PLAY?: Despite its one-time reputation as the place to be, the Outlander was primarily a gambling club and, as such, was populated by numerous hostesses who consistently tried to tempt patrons towards the sabacc tables.

